std::vector<int>\* v = new std::vector<int>();

    v->push\_back(0);

    v->push\_back(12);

    v->push\_back(1);

//    for(vector<int>::const\_iterator cit = v->begin(), e = v->end();

//        cit != e;  ++cit)

//    {

//        int value = \*cit;

//        cout << value << endl;

//    }

**// or, more perversely**

**for(int x : \*v)**

**{**

**cout << x << endl;**

**}**

}

or

std::vector<int> v;

    v->push\_back(0);

    v->push\_back(12);

    v->push\_back(1);

**for(int x : v)**

**{**

**cout << x << endl;**

**}**